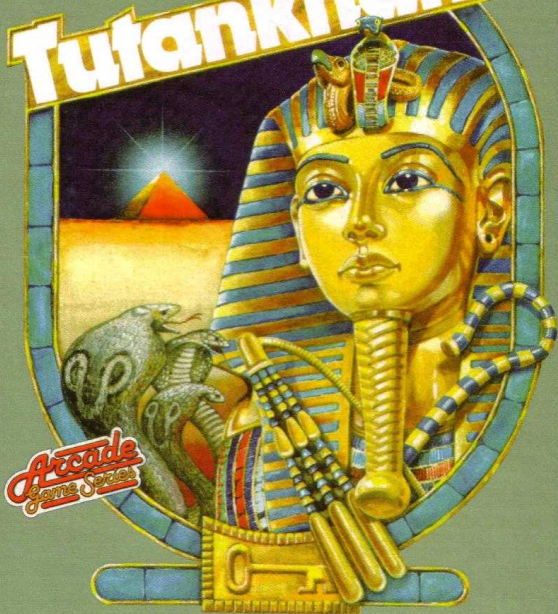




VIDEO GAME CARTRIDGE
cassette de jeu vidéo

Tutankham™



*Arcade
Game Series*

FOR USE WITH THE PHILIPS® VIDEOPAC® COMPUTER

COMPATIBLE AVEC PHILIPS® VIDEOPAC® COMPUTER

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English Instructions



Tutankham

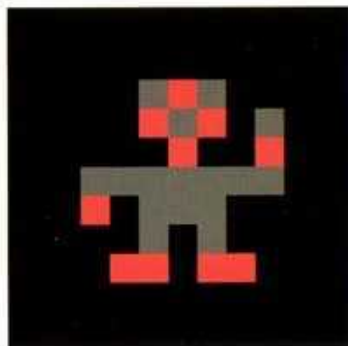
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·ENGLISH INSTRUCTIONS·TUTANKHAM·ENGLISH IN



OBJECT

Inside King Tut's tomb are treasures beyond your wildest dreams. They can be yours ... if you dare to take them. Supernatural creatures roam the mazes of the tomb guarding the treasures at all costs. Your only defences against them are your laser gun ... and your wits. Blast away, snatch the loot, escape through secret passageways before it's too late! And when you see a key, take that, too. It will unlock the door to the next chamber and the next adventure. Enter King Tut's tomb and see what awaits you ... if you dare. Score as many points as you can by recovering treasures and defeating the guardians of the tomb.

SETTING THE CONSOLE CONTROLS

1	Place the game cartridge into the cartridge slot.
2	Press down the RESET button.
3	Press 0 to start a one-player game or 5 to start a two-player game.

NOTE: Any time during the game, you may press RESET to restart the game from the beginning.

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THE JOYSTICK



Use the right joystick controller for player one and the left joystick for player two.

Use the joystick to move your archaeologist left, right, up or down. Note that he will move slower uphill.

To fire your laser gun, press the ACTION button and - at the same time - move the joystick either left or right to fire in that direction.

To create a laser flash, hold down the ACTION button and - at the same time - move the joystick up.



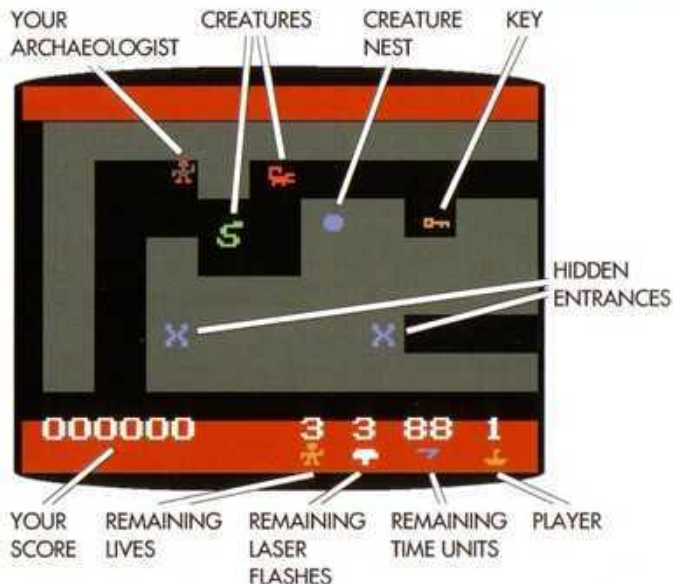
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PLAYING

When the game begins, you are an archaeologist with three "lives". You are in the first of seven burial chambers inside King Tut's tomb. Take a minute to look at the illustration at the right.

Start moving the archaeologist through the maze. These are the things you must do:

FIND THE KEY. Inside each chamber is a key. As soon as you see it, go after it. You will need it in order to enter the next chamber at the end of the maze. Once you have the key, your archaeologist's color will turn into golden.



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WATCH OUT FOR CREATURE NESTS. Throughout the maze are creatures' nests. Creatures of varying species can spring from them at any time. Just before they do, however, you'll hear a "slurp-like" sound. When you hear it, get ready to fire at the approaching creature!

TO FIRE YOUR LASER GUN: press the ACTION button while you move the joystick either left or right, depending on the direction in which you wish to fire. You cannot fire up or down.

IF YOU'RE IN A TIGHT SPOT and cannot seem to fire your way out, you can activate the laser flash. Just hold down the ACTION button while you move the joystick up. The laser flash will cause all the creatures on the screen to disappear ... just long enough for you to escape. You'll start with three flashes, so use them wisely!

PICK UP TREASURE. Various kinds of exotic and priceless treasures are located throughout the maze. You will find them tucked away in alcoves. Just remember that you don't have to go after each one - especially if it's too risky. As the astute archaeologist knows, some treasures are more valuable than others (see SCORING section). It's up to you to decide which ones you most desire. Good luck.

USE THE SECRET PASSAGEWAYS. Secret passageways let you zip from one side of the chamber to the other. They can let you escape dangerous situations. Oftentimes it's the only way to continue through the maze. Entrances to secret passageways are marked with an "X".

WATCH THE TIME. The time counter monitors the amount of ammunition in your laser gun. If the counter reaches 00, your ammunition is used up and you cannot fire your laser gun anymore. So try to complete the maze as quickly as you can. Your ammo supply replenishes with each new chamber.



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PLAYING

(continued)

OPEN THE DOOR. At the end of each maze, you will find a door. As long as the archaeologist has the key in hand, he will unlock that door when he reaches it. Behind it lies the entrance to the next chamber! If the archaeologist has no key when he reaches the door, he must go back and get it.

You get an extra "life" and an extra laser flash each time you complete chamber four and chamber seven.

END OF GAME

The game ends when you have lost the last of your three "lives". To play again, press RESET and 0 to 4 for a one-player game or 5 to 9 for a two-player game.

LEVELS OF DIFFICULTY

There are five levels of difficulty. Each level is comprised of the seven different chambers. If you complete the seven chambers with at least one remaining "life", you will start again in chamber one.

THE CHAMBERS

As you forge deeper into the tomb, you will see that inside each chamber is a different maze, different treasures; and different creatures ...



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THE CREATURES

The creatures you will find in the tomb are:



ROYAL COBRA SNAKES

Spirits of the goddess Wadjet



DESERT SCORPIONS

Sacred animals of the goddess Selket



MUMMIES

Undead that haunt the tomb since centuries



GIANT BATS

They've been locked inside the tomb for generations



DESERT SNAKES

Spirits of the snake goddess Mertsager, protector of desert tombs



BLUE CONDORS

Protectors of the great sky god Horus



TURTLES

A vicious breed that made a home inside the tomb when the Nile River overflowed in the 10th century



MONKIES

Spirits of the moon god Thoth



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THE TREASURES

The treasures you will find in the tomb are:

	KEY You need this to enter Chamber two!
	SILVER CROWN Worn by Ramses II
	ROYAL RING Worn by Pharaohs of the Eighteenth Dynasty
	RUBY Thought to have been dropped by a previous explorer who never emerged from the tomb and whose remains have never been found

	GOLD CHALICE Used by Thutmoses III in ceremonies to the god Amon-Ra
	CANDELABRA Used to light the dining hall of Pharaoh Akhenaton
	TREASURE CHEST Within are grave gifts for King Tut
	GOLD CROWN Believed to have been worn by Queen Teye
	LAMP Used during the construction work of the pyramid



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	GOLD RING Reported to have magical powers
	STATUE OF CAT GOD BASTET Goddess of Joy and Preventor of disease
	EMERALD Plunder from the battle at Kadesh during war with the Hittites
	TRIDENT Spear belonging to Hapi, god of the Nile
	GOBLET Used in ceremonies to command the forces of nature

	DIAMOND Said to be from King Solomon's mines
	SILVER RING With emblem of a scribe during the reign of Thutmoses III
	BLUE ZIRCON Very rare ... favorite jewel of Queen Nefertari, wife of Ramses II
	RED GOLD CROWN Probably worn by a young prince of the 20th Dynasty
	BLUE CROWN Probably a birthday present for an unknown prince



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THE TREASURES

(continued)



HERB

Used during ancient healing ceremonies



CRYSTAL

Believed to be from the glass furnaces of Thebes



AMULET

Used to ward off evil spirits



DEATH MASK OF TUTANKHAM

The most coveted treasure of all ...

GAME SELECTION

Tutankham has ten game selections. Games 0, 1, 2, 3 and 4 are one-player games. Games 5, 6, 7, 8 and 9 are two-player games. In the two-player games, the right player goes first; players then alternate turns. Your turn ends when you lose a "life". The game ends when both players have lost three "lives". To select a game, press RESET and then a number between 0 and 9 (see table).

LEVEL NUMBER		LEVEL VARIATION	
one-player	two-player	difficulty	time units
0	5	easiest	99
1	6		89
2	7		79
3	8		69
4	9		59
		toughest	



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SCORING

On this page you will find overviews of all the creatures and treasures, in which chambers they appear and how many points they are worth.

For every time unit remaining at the end of the round you get 1 bonus point.

CREATURE	CHAMBER/POINTS						
	1	2	3	4	5	6	7
Royal Cobra Snake	1						
Desert Scorpion	2	1					
Mummy		2	1				
Giant Bat			2	1			
Desert Snake				2	1		
Blue Condor					2	1	
Turtle						2	1
Monkey							2

TREASURE	CHAMBER/POINTS						
	1	2	3	4	5	6	7
Key	10		10	10	10	10	10
Silver Crown	20	60					
Royal Ring	30						
Ruby	40						
Gold Chalice	50		50	50	50		50
Candelabra		5	5	5	5	5	5
Treasure Chest		15	15	15	15	15	15
Gold Crown		20	20			60	
Lamp		25	25	25	25		25
Gold Ring		30		30	30	30	30
Statue of Cat God Bastet		35	35	35			35
Emerald		40				40	
Trident		45	45	45	60		45
Goblet		50				50	
Diamond		55		55			55
Silver Ring			30				
Blue Zircon			40	40	40		40
Red Gold Crown			60	20	20	20	
Blue Crown				60			60
Herb				65			
Crystal				75			
Amulet							85





Tutankham

TM



An archaeologist's dream come true ... to explore the underground burial chambers inside King Tut's tomb and to recover his fabulous treasure. But do you dare? Ancient and eerie creatures roam the maze-like passageways ready to defend the treasures you most desire. Can you stop them with your laser gun and snatch the loot before it is too late? For the really daring ... find the keys that unlock the doors to seven different burial chambers. Feel the tension mount as you descend deeper and deeper, facing new creatures in every chamber and ever-increasing odds. Suspense, surprise, and the supernatural await you at every turn when you enter ... King Tut's tomb!

Un rêve d'archéologue réalisé ... explorer les chambres funéraires souterraines de la tombe de Tout Ankhém et mettre à jour ses trésors fabuleux. Osez-vous aller de l'avant? D'anciennes créatures surnaturelles hantent le dédale de corridors, prêtes à défendre les trésors que vous convoitez. Pourrez-vous vous en débarrasser avec votre pistolet au laser et vous emparer du butin avant qu'il ne soit trop tard? Les plus audacieux essayeront de trouver les clés qui ouvrent les portes des sept chambres funéraires. Vous prendrez conscience de l'atmosphère tendue au fur et à mesure que vous vous enfoncez dans les profondeurs de la tombe que vous vous trouvez face à face avec les créatures qui peuplent les diverses chambres et que les périls se multiplient. Suspense, surprise, une fois que vous avez pénétré dans la tombe de Tout Ankhém ... le surnaturel est partout présent!

Der Traum aller Archäologen wird zur Wirklichkeit ... die Erforschung der unterirdischen Grabkammern in König Tuts Grabmal und die Entdeckung seiner sagenhaften Schätze. Haben Sie aber den nötigen Mut? Uralte, schreckenenerregende Kreaturen schleichen durch die labyrinthartigen Gänge und behüten den Schatz, den Sie am meisten begehren. Können Sie sie mit Ihrem Laser abhalten und mit der Beute entkommen, bevor es zu spät ist? Und wer wirklich alles wagen will, der wird die Schlüssel zu den sieben Grabkammern finden. Fühlen Sie, wie die Spannung ansteigt, während Sie tiefer und tiefer in das Grabmal steigen und in jeder neuen Kammer auch neue Kreaturen und Gefahren finden. Spannung, Überraschungen und das Übernatürliche erwarten Sie bei jedem neuen Schritt in ... König Tuts Grabmal.

La realizzazione del sogno di ogni archeologo è di esplorare le camere sepolcrali sotterranee della tomba di Re Tut e di recuperare il suo favoloso tesoro. Ne avresti il coraggio? Creature malediche antichissime, che fanno rabbrivire, vagano per i corridoi labirintici, pronte a difendere i desideratissimi tesori. Sei in grado di farle fuori colla tua pistola laser e di afferrare il bottino prima che sia troppo tardi? Per i più audaci ... trova le chiavi che aprono le porte delle sette diverse camere sepolcrali. Senti aumentare la tensione mano a mano che scendi sempre più in profondità, mentre affronti nuove creature e crescenti svantaggi in ogni camera. Suspense, sorprese e il soprannaturale ti attendono dietro ogni angolo quando entri dentro ... la tomba di Re Tut!

El sueño de un arqueólogo se hace realidad ... explorar las cámaras mortuorias subterráneas en la tumba del Rey Tutankham y recuperar su fabuloso tesoro. Se atreverá usted? Animales antiguos y aterrorizadores vagan por los pasajes laberínticos dispuestos a defender los tesoros que usted desea más. Puede detenerlos con su pistola laser y arrebatar los tesoros antes de que sea demasiado tarde? Para los realmente osados ... encuentre las llaves que abren las puertas de siete cámaras mortuorias diferentes. Sienta como crece la tensión al ir descendiendo cada vez más profundamente, haciendo frente a nuevos animales fabulosos en cada cámara, cada vez con mayores desventajas. Cuando usted entre en la tumba del Rey Tutankham ... la tensión, la sorpresa y lo sobrenatural le esperan en cada esquina.

De droom van de archeoloog is werkelijkheid geworden ... de ondergrondse grafkamers in de tombe van Koning Tut onderzoeken en zijn beroemde schatten terugbrengen. Maar heb je daar de moed voor? Oude en griezelige wezens zweven door het doolhof van gangen, gereed om de schatten waar jij je zinnen op gezet hebt te verdedigen. Ken je hen met je lasergeweert tegenhouden en de buit meenemen voordat het te laat is? Voor de echte durfzal ... vind de sleutels die de deuren van zeven verschillende grafkamers ontsluiten. Voel hoe de spanning oploopt als je dieper in dieper de tombe binnendringt, waarbij je in elke kamer tegenover nieuwe wezens komt te staan en steeds grotere risico's loopt. Verassing op verassing, op elke hoek wacht je iets bovennatuurlijks tot je ... de tombe van Koning Tut binnengaat!



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